

# Player Tips



**Gauntlet II is more than just an update of the original Gauntlet,  
it's a whole new game!**

## Select Any Character

On Gauntlet II, you can now choose your favorite original Gauntlet character (Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard or Questor the Elf) even if that hero is already in play. The characters are color coded so there can be as many as four Warriors (or any of the heroes) in play at the same time.

After depositing coins in the game you can select any character you wish by positioning the joystick (up for Warrior, down for Wizard, left for Valkyrie and right for Elf) and pressing the start button.

## Secret Rooms

You'll be intrigued by the additional game play objective of Gauntlet II's Secret Rooms. By completing a special secret trick you will be allowed to enter the Secret Room (the other players in the game are temporarily suspended from play). If you complete the task you are given (for instance, "collect all treasure and exit within 20 seconds") you will be rewarded with a large bonus score as well as a permanent potion and food. In addition, if you live in the United States and Canada you will be asked to enter your name and acquire a personalized Secret Code. This Secret Code will qualify you to win one of six prizes totaling over \$12,000 in the Atari Games Gauntlet II Player Quest Contest. Official Player Quest Contest rules and entry forms can be obtained from your game location or by writing to Atari Games Corporation, Marketing Department, P.O. Box 361110, Milpitas, CA 95035.

## Over 100 New Mazes

In addition to more than 100 new maze layouts, colors, floor and wall pictures have been changed to differentiate Gauntlet II from the original Gauntlet. The design of a particular maze may be somewhat different each time it is displayed using the following random features:

**Randomly arranged traps:** Traps may be found in a different place the next time you see the same maze.

**Deletable walls:** The design of a maze could change somewhat when certain walls are deleted.

**Random food and potion placement:** Because food and potions can be found in several alternative places, you will not be able to memorize a pattern. You will need to be cautious so as not to shoot and destroy the food and potions.

**Several different potential starting places in the same maze:** The maze may be the same, but survival will require a different strategy when you enter in a different place.

## Other Special Features

There are several new features and hidden strategies to be found in each maze. Because Gauntlet II provides more unique game play situations, the player must make more tactical decisions. There are:

**Movable walls:** You can push these blocks to change the maze. In some mazes you will be required to push blocks in various directions to get out; in others the walls can be moved around to make it easier to get through the maze.

**Secret destructable walls:** These walls look like ordinary walls of the maze but they can be shot and destroyed. This allows the advanced player to go around monsters or get to special areas in a maze. Secret walls sometimes leave coins, food, potions or Mr. Death.

**Wall/floors:** These tiles randomly change from walls to floors and vice versa. If you or any monster runs over one of these tiles while it is a floor, then it will stay a floor. This allows you to create your own path through a maze of these tiles.

**Invisible walls:** There are some mazes where you cannot see the walls, but they're there. You will be forced to wander along the edge of these walls or watch the monsters until you find the path through.

**Locked treasure chests:** A key is required to open a locked treasure chest which may contain something good or something bad. A potion, food or treasure could be locked inside; or the chest could hold Mr. Death!

**Exits that close and reopen:** Timing is the key here.

**Fake exits:** Don't be fooled! The fake exits look just like the real thing.



**Cycle Walls:** So you don't see a way out, but some of the walls are moving. Wait and the pattern will change.

**Multiple traps:** The trap you just stepped on removed some walls within the maze. There are different traps you can set off to remove different corresponding walls. Did you step on the right one to open up the short cut out of the maze or have you released some horrible creatures from their walled-in prison?

**Invisible trap walls:** If you step on a trap you won't be able to tell when these walls will disappear.

**Local traps:** These traps will only allow the corresponding walls to be deleted if they are visible on the screen. Be careful, you could create some real problems with this one!

**Stun tiles:** The monsters avoid these tiles and maybe you should too! The stun effect lasts a short time and removes the tile so you can clear a path for your companions, if you dare.

**Force fields:** That annoying sound you hear is your health being taken away. Avoid the force field by timing your movement as the floor tiles pulse on and off.

**Poisoned food and potions:** Avoid the temptation to grab everything that looks like food and potions; some of it may be poisoned and will take away your health.

**Poisoned potions:** Again, be cautious. If you are in too much of a hurry you may take a poisoned potion.

## New Creatures

There are several new monsters and new twists on the old ones:

**Extra fast monsters:** There are several mazes where the monsters move 50% faster at times.

**Various patterns for monster behavior:** On some mazes the method of attack used by any particular monster can vary. For example, the Grunt can come at you using a clockwise spiral pattern rather than the typical head-on method.

**The Dragon:** The fire-breathing Dragon, in particular, adds a whole new dimension to game play. The Dragon requires several direct hits to overcome. By slaying the Dragon, you will be rewarded with a permanent potion and a bag of treasure. In addition, at the start of the next maze there will be a hint on how to find the Secret Room.

**Super Thief:** The old thief has been replaced by this thief who can come out more than once per level. This

creature will detect players shots and run away from them if he can. Thus, you cannot just wait and shoot because the Super Thief will retreat from the shots until it is safe. Magic will stun the Super Thief.

**Super Sorcerer:** This Sorcerer appears and takes a shot at you and then disappears again. He will continue to do this until you shoot him. Magic can be used to kill and stun the Super Sorcerer.

**The Acid Puddle:** This creature looks innocent because it uses a random walk pattern of movement. But be aware; touching the Acid Puddle is the more damaging than contacting any of the other monsters. The Acid Puddle is an obstacle that you must avoid.

**The IT creature:** This creature will disappear when it hits you; you then become "it." All the monsters are attracted to you as long as you are "it." You will be "it" until you leave that particular maze or until you touch another player, who then becomes "it." The IT creature cannot be destroyed but can be stunned by shots.

**The Mugger:** This creature is like the Thief in that it steals from the richest player but the Mugger only steals food. He must be shot twice; the first time only speeds him up, so be careful!

### New Potions

In addition to all of the original potions, players will find several new temporary magic potions to collect. These new potions are only effective for a short time. Experience will tell the player which of the following temporary potions provide the greatest advantage; some potions may not be beneficial depending on the game play situation.

**Invulnerability:** This potion makes you invulnerable to monsters and other player's shots for a 15 seconds.

**Repulsiveness:** The repulsion potion causes the monsters to avoid you for about 10-20 seconds.

**Reflective shots:** The reflective shot potion allows your shots to bounce off three walls before disappearing. This can be used for shooting around corners. This potion is lost when you leave the maze.

**Super Shots:** Your shots will be able to destroy anything in their path until they hit a wall or go off the screen.

**Transportability:** This potion allows you to transport through walls and other objects by simply touching these obstacles. Monsters will still fight you. This potion disappears when you leave the maze.



### Description of objects players will encounter.



## **Adversaries and how to combat them.**



In the Secret Room players are given a task to perform.